A.R.G Digest

July/August issue
2023

Observe the world beyond your own.

The first magazine dedicated to Alternate Reality Games

MORE OF:
Rhee's Rapture
& High Five Friends

"And you thought the moon wasn't right..."

How two young creators used social media to change the ARG genre forever.

What's Inside?

Project Earth
The world Reached Relived Eternally &

Double Feature!
INTERVIEW with
Inside A Mind
&
Tinfoil Tom

THE SUN VANISHED

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WHAT IS AN ARG?

So, what is an ARG and how does it differ from other web series? ARG stands for alternate reality game, and it is played rather than simply being watched. That isn't to say that one doesn't watch an ARG, but they don't always have to. The experience comes from the interaction with the characters and world, as pieces of that world can be touched, influenced and altered. The story follows along with the interaction, in a fourth-wall breaking gesture. This can come in the form of character interaction, puzzles (hidden or in plain sight) or other games that affect the story they are set in.

Unfiction is similar in nature, but follows a clear-cut narrative. One can enter this world, but their influence is very limited, in relation to the main plot. One may even have characters within this world, but they must be tied in with the predetermined storyline.

Both of these game-like story genres are an unique form of art that allow those experiencing the stories to become immersed in their worlds. They become a part of them, and make real connections to the characters and places. It is an intense art experience, unlike so many others. Most importantly, at their core, they are deep, heartfelt stories used to express what we have so much trouble expressing in our normal lives.

Stories were born along with our thoughts at the dawn of man, following each and every step we took. They were our first love, and our first obsession. No matter one's age, class or ethnicity... It is the one great, unifying factor: Storytelling. No matter how broken our hearts may be, no matter how much we may have to endure in life, stories will always be there for us in a way that nothing else can be. They will dance with our hearts, and intertwine with our spirits, healing us when nothing else could ever hope to. Writings, plays, sculptures, paintings, videos, films—or whichever form they may take—these stories are more than a passion. They are humanity in the purest form. This is why I dedicate every available moment to these stories. My obsession extends beyond myself, beyond my cares, needs or reasoning. They are true freedom, they are unity, they are expression and they are the soul. The stories I share and tell are more of myself than this mortal shell could ever hope to be.

By G.P Reeds

Series created by Berry

Diverse as ARG series can be, it's safe to say comedy is an underserved genre. While a sprinkling of comedic moments is often used as a dash of a powerful spice to break tension in what tends to often be horror and mystery, the majority of what is served up is just that - darker fare. Stockroach comes to mind as an example of a particularly hilarious series that reverses the trend, cloaking its more serious and heartfelt themes initially only to hit hard as it progresses. Enter "Project Earth," a witty send up of Buzzfeed type interview videos that is just now, as of its latest video, seeming poised to shed a bit of its comedic wrapping and give a glimpse of dark events to come.

As the YouTube channel's intro video begins, we are introduced to TerrANova Industries. They have uncovered proof of the multiverse. A brief primer of what the multiverse is follows, a concept no doubt familiar to virtually anyone who consumes genre fiction. TerrANova seems to take credit for its upswing in popularity. "For the past couple of years, the word 'multiverse' has appeared more and more in our media," the host of the video, a scientist in a white lab coat explains, "That's no accident." He continues, laying out more of the premise of the channel. Gregg Sellars, a humdrum, everyday average Joe, will be shown what his life is like in several of these alternate realities. As the video ends, we hear a distorted voice call "And cut!" The voice could easily be a demon or an alien, but certainly not a normal human voice. The camera shakes a bit and ends up pointing towards the ground. "What are you going to do to him?" the scientist asks, concerned. This is our first hint that something sinister might be at play.

In the first proper video, "Project Earth I: Who Are you?" we are introduced to Gregg, as pleasant and average and plain a guy as you could ever hope to meet. Gregg's father had always been a movie buff, and had owned and operated one of the very first video rental stores. This had led Gregg to dream of being a filmmaker, sending out screenplays in the hopes of getting picked up, as many dreamers often do. But family life with a wife and two children needed his attention, so his dreams slowly faded.

"Gregg, as pleasant and average and plain a guy as you could ever hope to meet."

Gregg is shown, via an old Hitachi CRT TV, a world where he declined his best friend's request to be the best man at the friend's wedding, lining him up for a fateful night at his part time job at the cineplex that he would have missed otherwise. Rogue popcorn kernels attack the film goers, included among them is a famed producer. Gregg saves the producer's life and they become very close friends, setting up just the connection Gregg needs to promote his movie career. (As a side note, this incident is hilariously portrayed in the form of a 911 call on the channel's YouTube shorts, with the panicked caller describing the scene "a tornado of gore" while trying to explain that kernels are attacking everyone.)

We then see Gregg's film career, beginning with a trailer for his 80s cop action movie "Murder Stoppers" starring Australian Lager and Kurt Carpenter. It is a great sequence of something that would be right at home on "Best of the Worst" from Red Letter Media. Terrible dialogue, terrible mustaches, and wonderfully absurd. More ridiculous films follow as Gregg quickly succumbs to hubris, telling the audience at an Arsenio Hall show interview how those who don't find success like him are "just lazy." Soon his life story leads to messy divorces, gossip magazine fodder and addiction. "That went south so fast!" the Gregg of our reality observes, his previous joy and excitement now drained with shock. At the end of this Scrooge-esque vision of what could have been, Gregg seems grateful to have his normal life instead of the crash and burn tale of his movie career.

"SOON HIS LIFE STORY LEADS TO MESSY DIVORCES, GOSSIP MAGAZINE FODDER AND ADDICTION."

The second proper video, "Project Earth II: Happy Birthday Mr President" brings in Gregg's best friend Tom, and they observe an alternate reality where Gregg and Tom are elected President and Vice President, respectively. The humor is laid on thick in this episode as well, with Gregg giving his speeches shirtless because he is "the first politician with nothing to hide," writing and performing a heavy metal version of "Hail to the Chief" that becomes a smash hit, and Tom both confirming the existence of aliens and marrying one, complete with a "space baby" to fill out his intergalactic nuclear family.

It is in the third, most recent video we begin to see the pieces of the larger puzzle fall into place. This time we are introduced to Gregg's wife Krissy, who has a fascination with ghosts, including going on ghost hunts to supposedly haunted locations. Gregg has never been able to feign interest in this, and they playfully banter a bit over how frustrating it has been for her to not be able to share her interest with him. In the alternate reality they are shown, Gregg and Krissy end up hosting a show very much like "Ghost Hunters" and are able to find definitive proof of ghosts. It doesn't take long for works featuring ghosts to saturate the entertainment industry, leading to the contempt of familiarity. But one theory from academia pops up: what appear to be ghosts are not in fact ghosts at all, but other people bleeding into timelines from other alternate timelines, possibly signaling the collapse of the multiverse.

The video is interrupted with a vision of a giant egg being held up by a statue of three muscular men, calling to mind a trinity of Atlases.

As the camera zooms in, the egg begins to crack and blood flows out. Careful observers will note the animated mascot introducing the video segments is also an egg, as is the channel and Twitter icon. Follow links to the website and you will find a comic telling the story of a man named Berry, trapped into writing the same story over and over again. "Berry" and "Berry's Office" also happen to be the name of the YouTube and Twitter accounts. Curiouser and curiouser.

Project Earth is beautifully produced, very funny and has an emerging mythos that promises to be most fascinating. Three more videos are scheduled to be released this year and you owe it to yourself to get on this train and experience it in real time. I promise you will love it.

Article by
Lili Ardat

IMAGES FROM PROJECT EARTH

from the video "Project Earth II: Happy Birthday Mr President"

from the video "Project Earth II: Happy Birthday Mr President"

from the video "Project Earth I: Who Are You?"

from the video “Project Earth I: Who Are You?”

https://www.youtube.com/@BerrysOffice

https://twitter.com/BerrysOffice

from the video “Project Earth I: Who Are You?”

from the video "Project Earth II: Happy Birthday Mr President"

Website

https://www.ter-ranovaindustries.net/

from the video "Project Earth III: On The Other Side"

The World Reached

Series created by r0xy

Let me start with this… The World Reached is not something that can fit the typical mold of an ARG series or an Unfiction series or an Analog Horror series or any other form of interactive narrative genre. It is a multimedia interactive narrative universe with dozens of stories and timelines that intersect in unexpected and incredible ways. Each series is its own contained story, but each series is also contained within a shared universe and plays a larger part in the full narrative.
Headed by the first of these series, "REM Sleep," we follow a teenage girl named Roxy (known as Othi at the time) as she finds herself mixed up with a group of "problem solvers" that believe the best solution for a better tomorrow is to re-write people's minds through a biological computer virus that can affect living hosts, known as "R053." Once ingested by means of a pill capsule, the R053 program links the partaker to an artificial intelligence known as "Rosebud" and said AI dismantles the personality of each partaker to rebuild a "better" one to take its place. These minds are not what one would expect a "perfect" mind to be, but AI are strange. For example, just look at how AI draws hands…
This group is headed by an entity known as Lucille, a demon-like monster with tentacles that protrude from her back. She and her powerful allies are not so easily deterred. Not even the end of the world could stop them from trying to "perfect" the minds of others.
Roxy escapes this R053 group and finds a new group of friends among a band of misfit humans, demons and monsters.The R053 group continues to haunt her and tries to reclaim her AI-designed alternate personality for their ranks.
They want her new-found friends to join them as well.
Moving down the iceberg, let's talk about when the world "ended" and the other series entered the fold.
On October 28, 2021, the sky mysteriously turned red, signaling the end of not only this world, but the entire current veil (this universe and all of its realms) and all life contained within. This event was triggered by the demon Abaddon, who acted not out of malice or spite, but due to the natural progression of time.

"Each series is its own contained story, but each series is also contained within a shared universe and plays a larger part in the full narrative."

This was the chosen time for all to end. Now the question is, can the end of times be postponed or is all of creation within this veil damned? This change is what initiated the other series into the canon. Each series deals with how a different group from a different part of Earth, Hell or otherwise is dealing with the end times and how a group of ragtag humans, demons, angels, monsters and mutants, known as "the Kiss," are banding together to see if the universe can somehow be saved.
The Kiss consist of various members from different walks of life, but a few I would like to mention are Harmonia (a human turned gluttony demon), Luna (a manufactured "model" with witch-like powers), Cole (a SCP lab experiment that was given metal bones and the appetite of a shark, and later powers from Satan himself), Spider (a werewolf-like being with cryptid powers) and Terminal (a human and animal-like hybrid from another realm) all of these members play keys roles in what takes place in the main story and in the battle against Abaddon.

The battle rages on and various demons and other entities are conquered or end up joining the fight to save the veil, but things are soon complicated after a woman named Claire wakes up from a very long sleep. She has connections to something known as “Sorath,” an entity that may very well be able to stop the end of the world. However, Sorath must be primed and “assembled” before the world can be saved and the end be placed back into its box. This being is also connected to members of the aforementioned R053 group that Roxy used to be a part of.

> “It is so hard to do The World Reached justice in a single article”

Distrust and arguments soon arise from the complexity of the Sorath situation, the R053 situation and other instances of in-fighting among the Kiss. The group breaks off into a few smaller factions, one of them now headed by Roxy, as they take different approaches to save the veil. Was separation the best choice during these dire times? I mean, one would assume that the group would need to stick together for the best chances of survival, but if the solution is something very risky or might be prone to failure, then perhaps, it is best that more than one group approach the situation from different angles.

It is so hard to do The World Reached justice in a single article, with the many series that make up the universe, the website with various recorded roleplay (collaboration) sessions and the videos on Macrocosm Needle that feel like a local news station story recap of the situation befalling the realm. The best port of entry I can offer is The World Reached website, as everything (including the videos of each connected channel) can be found there in chronological order. This series is colossal and can be very daunting to enter at this stage, but trust me when I say that it is so worth it. The vast worlds and rich lore presented will have you completely absorbed into this universe. I honestly can’t believe that so many talented young people were able to find each other and come together to make something so cohesive. The World Reached is what can only be described as a collaborative masterpiece.

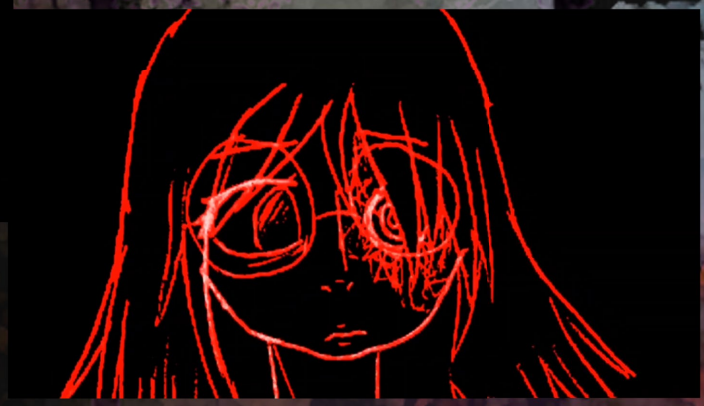
This series will offer you so many laughs, so many tear-jerking heartfelt moments of relatable suffering, loss and heart-warming romance, so many action-packed sequences and suspenseful moments that will leave you gripping onto the edge of your seat. There is literally something in this world for everyone, and the community are some of the most friendly, down-to-earth and hilarious people I have ever met. If you have ever wished for a series that offered more content of a similar vein, after you finished it, then there is no better place to look. Each of the dozens of series in this world are so incredibly fun to experience and adventure through (and each are very unique, as they offer very different viewpoints, genres and forms of media to experience this interconnected story) as everyone does their best to quite literally save the world. What are you waiting for? If you like apocalyptic web series then read “The World Reached,” you won’t regret it.

Article by G.P Reeds

Images from The World Reached

Video: “The world Reached: Black Roses”
(Channel Macrocosm Needle)

Video: “The World Reached: Black Roses“
(Channel Macrocosm Needle)



Video: Official R053 Advertisement #4 “Church of The Raindrops”

Video: “The World Reached: Black Roses”
(Channel Macrocosm Needle)

https://www.youtube.com/@remsleepARG

Video: "6. Eclipse (Channel Diary of the Damned)

TWR website
https://theworldreached.gay/

https://twitter.com/barrensnakeslut

Video: "R053 ADVERTISEMENT 3"
(Channel Blue Azalea)

Video: "The World Reached: Dromen Minds"
(Channel Macrocosm Needle)

Video: "The World Reached: Dromen Minds"
(Channel Macrocosm Needle)

RELIVED ETERNALLY

Series created by
Lili Ardat

Readers may have spotted a sample of collage work in the May/June issue of ARG Digest. The collage shows statues of mythological figures collected from across ancient history: the Greek goddess of the hunt Artemis - the Mesopotamian god of the scribes Nabu - the Greek goddess of snow Khione.
This is an invitation into the world of Relived Eternally and the work of Lili Ardat.
The Lili Ardat YouTube channel is a series of video collages. There is multimedia art, from photographs to sketches and digital cartoon-style pieces. The videos are often grainy-like film and include inserts of stone statues, just like the original artwork in the magazine. Music often accompanies the videos. The series "Relived Eternally" extends that visual language into its own self-contained story on the channel.

> "This is not a greeting but a threat, a message from the gods."

The plot of Relived Eternally kickstarts with the 2020 video, "A Tale of Gods and Man," with biblical-scale floods and Saturn's rings introducing the first clear puzzle of the game. Other ciphers and natural disasters follow before a flashing list of dates fill the screen. A clear narrator's voice declares the title of the video and the project "Relived Eternally" as the video ends. This is not a greeting but a threat, a message from the gods. The players' main point of contact is the Sumerian life goddess Nammu, one of multiple messenger characters.
Other videos include a repeating checkered symbol and backmasked or distorted speech, like in the episode "Origin Unknown," to evoke a non-human language. Someone, something, somethings besides Nammu are trying to communicate with the audience.
Players soon gain access to "vespers," specific ritual puzzles to practice decoding messages from Nammu. Players eventually learn that Nammu is imprisoned and their main goal is to set her free from an NES cartridge. The Mesopotamian goddess of the sea "Tia-Mat" recognizes that Nammu has reincarnated and destroys Saturn. The players then spend the rest of the game receiving prophetic visions through the YouTube videos, assisting other gods by performing rituals in Discord servers, and trying to stop Tia-Mat from destroying the solar system.

To put it another way, Relived Eternally looks like an ARG. It has the classic ARG vibes.
This abstract montage video technique has attracted ARG players since "Marble Hornets" back in 2009, with its "totheark" comment responses. "Looking like an ARG " is notable, because ARGs are all about pretending. "Marble Hornets" pretended to be an abandoned film student's project. "EverymanHYBRID" pretended to be a workout series. Many other Slenderverse projects from the early 2010s play out as vlogs-turned-disasters. "This House Has People In It" pretended to be a security camera company. "This Is My Milwaukee" pretended to be local tourism ads. Communicating with Nammu in the game cartridge brings to mind the classic "Ben Drowned" ARG/creepypasta scene. If the goal is total immersion, "looking like an ARG" or fitting into a genre that is not reality could defeat the point of this kind of art, right? And yet, Relived Eternally thrives.

Here is how the ARG-aesthetic choices make sense: of course the gods speaking in tongues to humans would look like a code. Of course the richest, most expressive way to get a message to humans would look like a video. Of course their written text to each other feels like poetry, or prayer: "Earth mingled with the Heavens, Seas mingled with Fire. May Love pour through our Souls / binding us together as one," as the 2021 video "Mercies" opens.

A love story on a cosmic scale can't limit itself to a single use of the format. A love that powerful consumes the heart and can turn the minds of the gods away from everything else around them. Heartbreak on a cosmic scale speaks in ways deeper than language and stretches into the subconscious. It lashes out into the primal fears displayed in the video "Moonrise" with: darkness, loneliness, the moon at night, flashing faces. This is a nightmare that even scares the gods and that mortal "Marked" players can only do their best to understand. "Moonrise" also evokes similar moon imagery to the popular analog horror project "Local 58."

Relived Eternally stretches itself into something outside of an ARG simply because there is content in the same environment as the game that is not part of the game. Lili Ardat can have viewers who explore all of the available media, without necessarily searching for clues, solving puzzles, or trying to play one of these "games" while still following the main story. The channel can just as easily have players who don't explore the media, but also intentionally search for the story by solving the puzzles, experimenting, and agreeing to play with the game developer.

Relived Eternally feels like it also shares fashion tips with the "Monument Mythos" analog horror series. Monument Mythos is a series that pertains to exploring alternate history and historiography in ways that do not align with strict dedication to contemporary reality. Relived Eternally depicts its deities in drawings, statues and animations instead of a first-person documentary style however. These stories both have a grand scope. Relived Eternally mentions the monomyth structure across multiple videos, established cycles and symbolism repeating indefinitely. No outcome is more certain and desperate than the apocalypse.

In fairness, because so much of the gameplay happens in locations such as Discord servers, this game may not be the easiest to replay in its entirety. However, a variety of ARG players will find something they enjoy in Relived Eternally.

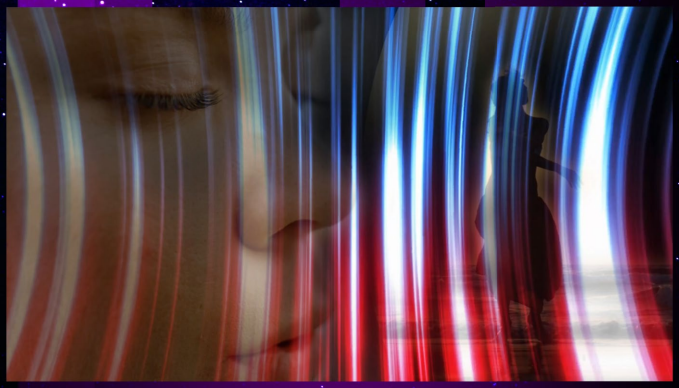
"A love story on a cosmic scale can't limit itself to a single use of the format."

Relived Eternally tells a desperate story of love and language, code-breaking and heartbreak, puzzles and prophecies all tied together in a striking visual style. Anyone who enjoys the use of history or mythology in ARG stories will find a lot to love in this project. Anyone who appreciates the cosmic horror side of Unfiction will appreciate what the Twitter and Discord roleplaying offers. Anyone who likes playing with heavy code-breaking, or decoding ciphers and video puzzles, will find a puzzle they like here. Anyone who likes cool music videos will find a story and channel dedicated to them.

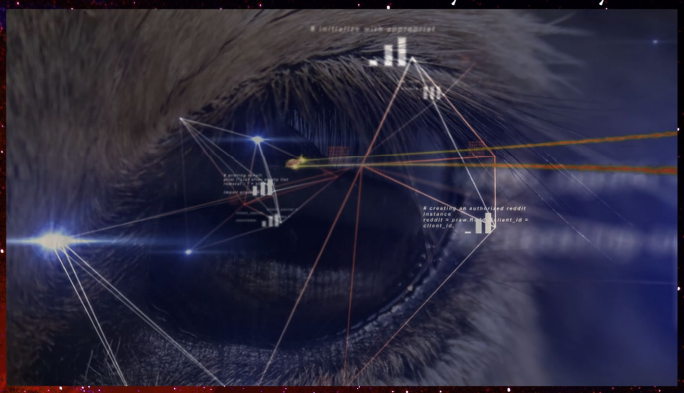
Article by Chandler Arndt
Twitter: @chandlerarndt

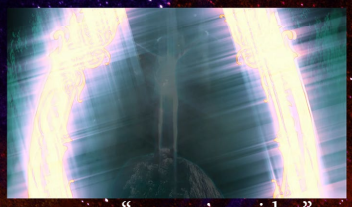
Images from Relived Eternally

Videos:
"Synchronicity"



Videos:
“Synchronicity”





“upcoming video”

Video:
“Opening Day”

Videos: “A Tale of Gods and Man”

Youtube Channel

https://www.youtube.com/@RelivedEternally

SOLCORP PUBLIC BROADCAST STATION

WARNING ARG CREATORS
VERY IMPORTANT
INFORMATION BELOW

ARG, Unfiction, interactive narrative creators and all other series creators beware! Updates have begun rolling out on YouTube that will greatly limit (and in some cases completely block) viewship from videos that use copyrighted music in their series.

This is unfortunate, as many series utilize lyrics to add flavor and context to situations, but this update will greatly limit any video that uses copyrighted music. As with most social media updates, this change will likely start affecting other video sharing sites in the future. Now is the time to back up and switch the copyrighted music out.

Good luck...

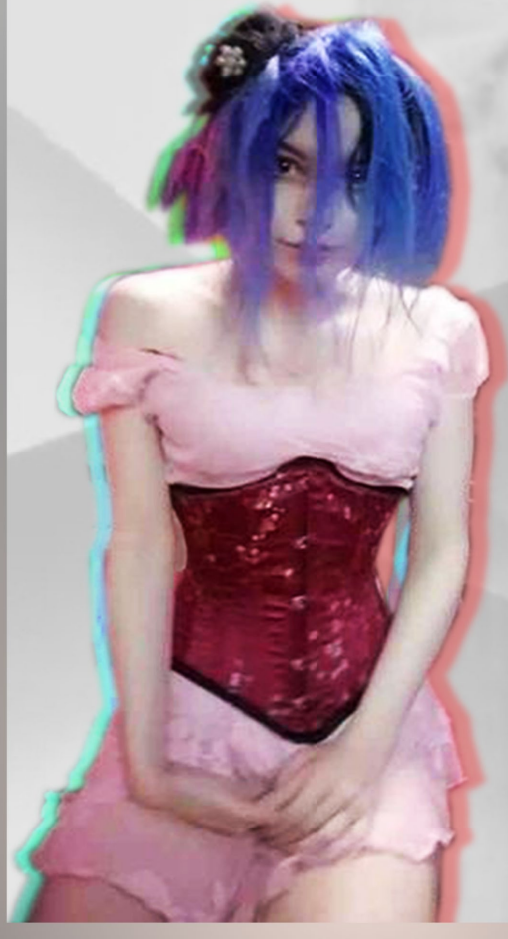
Naomi loves you!

Naomi RIM Access

Name: Heart

Unit type: Unfavorable partition

These unit types were created during the canceled and voluntary project “Monarch Mara” that took place five years ago. Through the implimentation of several controlled substances and mental trauma, we were able to develop three partitions within the subject’s minds: one that controls Logic, one that controls emotions (the Heart) and the third partion being the original subject. The goal is to shut the Heart partition off completely, so that the subject may operate with a clear mind, free of struggle, in relation to a previous trauma that has caused them crippling mental debilitation.



FACTS

AGE: 53 Instances

Height: 5’4”

Weight: Level 2

Favorite food: Extreme Emotion

Favorite color: Purple

Favorite movie: Misery (1990)

HIGH FIVE FRIENDS

Critters

by Solcord

It barely hurt to setup!

I have never felt safer!

I can't find my dog...

HIGH FIVE FRIENDS

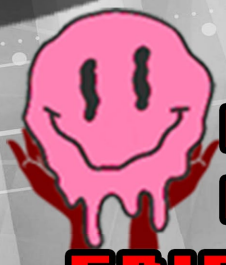
~Introducing Critters!~

Brought to you by the makers of
“The Perfect Spoon”
and “Selective Acidic Pesticide”

Critters are your all-in-one solution for
home security and companionship!

Invite a Critter into your home today!
After blood-bonding to a “Host” the Critter will protect said Host with its life. Anything perceived as a threat to the Host will be eliminated without prejudice. Critters can be called off, if the Host so chooses, as a safety procaution. Also, Critters will never harm a Host. Each Critter can bond with up to 7 Hosts. Make sure to let it bond with the whole family!

Each Critter sold separately!
Ask your local Naomi representative
for details!

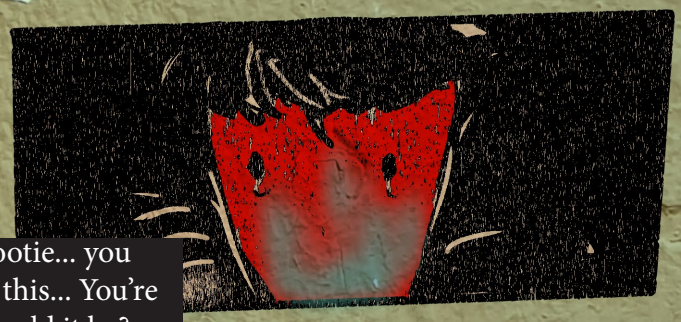


HIGH
FIVE
FRIENDS

Illustrated by Austéria
Created/written by G.P Reeds

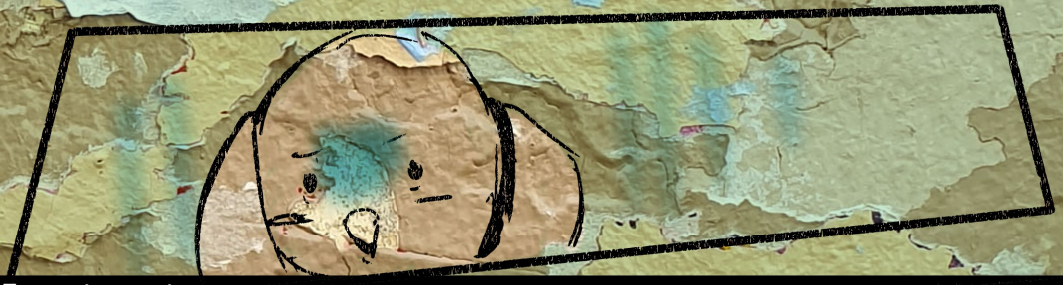
-Hootie chirps in terror-

Browser History



I'm sorry, Hootie... you made me do this... You're 8, how bad could it be?

-Aura screams-



-Hootie cries out-

INTERVIEW with Inside A Mind

Creator Jamie

Article by G.P Reeds

What is your current view of the online web series climate and direction?

I think, over time, we've been given more tools to make things look a lot better than they would have ten years ago, because back then all you really had was the camera you could afford at a local store. You didn't have any YouTube tutorials or much of anything to help you figure out how to do an effect or how to set up a camera properly. You had to do it all yourself. So, the only people around that time (2010-2011) were probably film students who had some experience in camera-work. Even then, they might not have had the acting experience needed. If you look at things now, I feel as if this current generation has gotten more comfortable in front of the camera. I feel that acting has improved dramatically in the current Unfiction and other web series realms, and the effects have improved dramatically as well. With all of the tutorials and with high quality cameras becoming much more accessible, it's opened up a much broader scope of creativity.

With Unfiction and ARG series moving closer toward the mainstream (the Backrooms Movie and Five Nights At Freddies to name a few) do you think that the genre might suffer a "Hollywood takeover" of sorts?

The only thing I would probably say about that is that is nothing new. ARG started in the 90s and 00s with marketing campaigns. I looked into one called "The Beast" which is technically what is referred to as the first ARG by many. It may not have had the title of "ARG" but it was. It was a promo for Steven Spielberg's artificial intelligence movie and it had over 100 websites with tons of mysteries for people to follow. The budget for that was well over $100,000. More of that was made, up to the 2008 Dark Knight massive promotional ARG that had a deep connection to the world. That was also quite pricey, but it was very fun and well put-together because the company they had hired had dabbled in that realm and had that experience. The only reason that stopped was due to the financial crash around that time. Even Cloverfield, when that came back to do ARGs for its sequels, they lasted no more than a couple of months.

Twitch
https://www.twitch.tv/insideamind

Twitter
@InsideAMindYT

Stranger Things did an ARG and that only lasted briefly. It's still in the mainstream, but it's much more contained, especially with the way the world is currently and where the current trajectory is leading going forward. Currently, ARGs just aren't that profitable and I believe that is the biggest thing that has halted them. So, part of me thinks that ARGs are always going to stay in the bottom half, but I think that knowledge of them is hitting the mainstream, hence the Backrooms film and the FNAF franchise growing so large. All that to say, I don't see a takeover or corruption of ARG and Unfiction by larger companies, but more so that both sides will continue creating that form of content with no party taking a true "claim" to the genre. When it comes to "Hollywood" adaptations, I don't worry about that either. Just look at the comic book industry. It's bigger than ever. Before the superhero movie craze, the industry was going bankrupt. Even though the movies aren't always the best adaptations, they add to the world and bring new fans into the genre. I think that the case will be the same here if ARG and Unfiction become more mainstream. It will serve as a gateway to the genre more than anything.

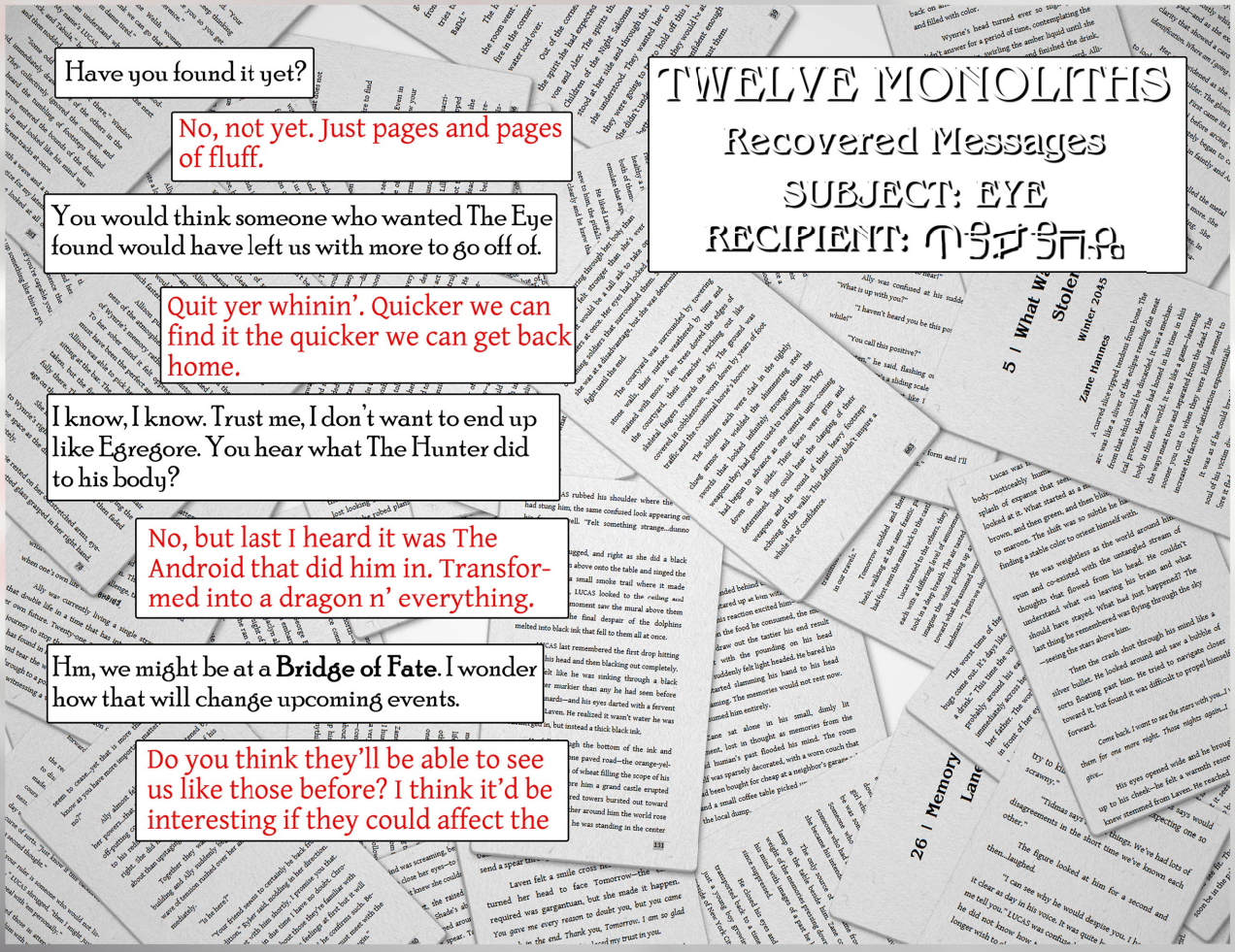
As someone who breaks down and studies ARG and Unfiction series, do you view them from a more analytical or critical standpoint or do you follow the story in a more emotional manner?

I don't really have a definitive answer to this one. Although, I would say that I approach them from a more analytical position, because that's how my videos break stuff down and that's what my audience likes to see, whether it's symbolism or metaphors. With emotion, I've learned as you get older that you don't get the same feelings as you did ten years ago because you've kind of seen most things that entertainment can provide. For example, the way I would react to something from "Marble Hornets" when I was around 12 years old would probably be completely different to how I would react to seeing it for the first time at my current age of 24. I've experienced more things and gotten used to it, so I tend to analyze things a bit more now and look at it from that approach. Emotionally, those things don't strike fear in me like they used to. I'm more curious about what you can get from the elements of a series over what that series can do to you emotionally. Analysis not only helps one try to figure out what the intention of the creator of the series is, but I believe it also tells a lot about yourself. The way you take in the elements and the way you see the characters expressing themselves might mean something to you that the creator never intended. It's a learning experience from both sides. I guess if you look at it in that sense, I'm sort of in the middle of both perspectives: emotional and analytical.

If you had a message that you would like new and/or existing series creators to hear, what would that be?

FINISH. YOUR. STORY. I think there's a lot of creators out there that bite off more than they can chew. When they start an ARG they want to make it this big, interconnected world and have a lot of things branching off of it as this massive story. When they start it, they get a month or two into it and then realize they can't finish it and it ends up getting abandoned. A director doesn't go directly into a feature length film. They start with a five minute short film. Then they make a ten minute short film and so on. They eventually work their way up to something big. I would recommend a path like that for someone getting into the ARG genre. Try to make an ARG that will last for a day, so you can learn how it all works and how fans will react to your work. Then make something a bit longer, and if you're down to go further than that give it a go.

Inside A Mind
youtube


Have you found it yet?
No, not yet. Just pages and pages of fluff.
You would think someone who wanted The Eye found would have left us with more to go off of.
Quit yer whinin'. Quicker we can find it the quicker we can get back home.
I know, I know. Trust me, I don't want to end up like Egregore. You hear what The Hunter did to his body?
No, but last I heard it was The Android that did him in. Transformed into a dragon n' everything.
Hm, we might be at a **Bridge of Fate**. I wonder how that will change upcoming events.
Do you think they'll be able to see us like those before? I think it'd be interesting if they could affect the
TWELVE MONOLITHS
Recovered Messages
SUBJECT: EYE
RECIPIENT: ᛏᚾᛊᛇᚾᛊᚨᚱᛟ
5 | What W
Stolen
Winter 2043
Zane Hannes
26 | Memory Lane

The new album from former Nauru vocalist
Axel Lundén
Under the Surface
"...already one of 2014's best records." – BLAKK Magasin
"...yet another masterpiece from Lundén..." – Audio Aura
"He needs help..." – Axel's friends
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tinyurl.com/MOD(answer)

INTERVIEW with TIN FOIL TOM

Article by G.P Reeds

creator Thomas John Flaherty

What is your current view of the online webseries climate and direction?

"My current view is things are looking better than ever! I think with the advances in editing programs, and accessibility to equipment, it's never been a better time to get into content creation. You can go on YouTube and look up tutorials on literally everything you need. Take a look at a series like "Everyman Hybrid" or something from back in 2009-2010 (and earlier series) and you quickly realize that not everyone had the tools to make a series like that back then, so it was more restricted as to who could make what. Fast forward to now and you can literally make an entire movie on your iPhone. It's wild. I love it. I have always enjoyed the more "independent spirit" visual artists like David Lynch, who live in the realm of this sort of road less traveled, no rules, unconventional art. Lots of current series embody this spirit, I would say. Don't get me wrong, I like those early series too, but it seems now, with a little patience, getting into this space is more accessible. So, it's nice to see that you don't need a huge budget to create art."

Do you see these changes as something positive or negative?

"As I said, I think overall, these changes are really positive. I'm a huge believer in inclusivity for LITERALLY EVERYTHING so all this accessibility for creation is awesome. Art belongs to EVERYONE and anyone should be allowed into this space. The sort of bullshit elitist attitude on "what art is" or "what it takes to be an artist" is antiquated and outdated. You don't need to go to film or art school and have a degree to make art. You don't need fancy equipment. You just need an idea and a willingness to make yourself uncomfortable at times and tired, I think. It'll take work but it'll be worth it.

Twitter: @tin_foil_tom

As someone who has worked on larger and more well-produced ARG series such as Dad Feels and now Project Earth, do you view them from a production and execution standpoint or do you follow the story in a more emotional manner?

With Dad, (playing Crothers and various other parts) I was really invested in Crothers. I had a whole backstory in my head for him and everything and even acted some of that out on my own live streams for fun and to just explore that character a bit. Nathan (Dad) even had me write the first draft of Act 3's premiere episode "Aevum," which was a major episode for not only Crothers, but also the series, so it was really important for me to embody that character. It was also cool of him to toss me the ball for that one. We rented a huge location (a diner) and my wife is in it as the waitress in the episode.
We shot the entire episode on a RED camera with an awesome camera operator named Aaron (who shot a lot of the Dad series). It was rad. At the end of the day though I was less concerned about the overall production of Dad and more concerned about the character I was playing, Crothers, since the Dad series itself is Nathan's creation and he was the creator. I believe I had a hand in shaping it with what I contributed, but he was still in charge and it was his vision. So, in my mind, making sure Crothers came to life was my most important job for me, if that makes sense? So, in the most long-winded way possible, I think I viewed that story from the lens of that specific character. Being involved in Dad was very special, and I'm definitely grateful for being part of this thing that caught some magic.
The community for Dad is also super supportive and awesome, and Nathan's someone I've known since we were in high school so it never really felt like working or anything. Just having fun with your friends and making this crazy world come to life. Many times with Dad, Nathan would ask Seth (his brother) and I a question about Dad in the living room, while we were watching anime, or something about a scene or a joke and we'd just say something weird that he should do and he'd say "That's FUNNY!" and it'd end up as a bit in the show which I think is something that only really works when you've known someone forever. If I recall, this is how Marty's fate was decided on Dad. So it never felt like a big production. Just messing around with your friends.

Project Earth is a bit different since I'm involved in so much more of it. Berry and I have split many duties on the project, so I view it almost equally from a production standpoint (as a writer and producer) and an emotional one. I'm invested in everything moreso but I also have more stakes since I have more invested in the project, I guess from an emotional standpoint? It's been really fun collaborating with Berry, and again, never really felt like work though.
Still has just been really fun. I think, honestly, I got super lucky working with folks who are not only good people but good storytellers that are collaborative - both with Berry and Nathan and everyone we've worked with. I don't really think acting on either has affected anything much either. Whatever was written in either series was really how I played it out. It was pretty thought out beforehand. I might change a line or something here or there but mostly it's just whatever was committed to the page. Whether it be giving Andan a sledgehammer or marrying aliens from outer space - I'm here to get the job done!

If you had a message that you would like new and/or existing series creators to hear, what would that be?

It's probably cliche but "do it." If you have an idea, do it. It doesn't matter if what you make isn't great, you'll regret it if you don't. If you want to live stream - do it, if you want to make videos - do it. If you want to make a movie - do it. It may not be exactly what you want but I assure you - from experience - if you don't do it, you'll regret it. The only way to grow is to try, and even fail. I've failed many times but it hasn't stopped me from trying. Shouldn't stop you either.

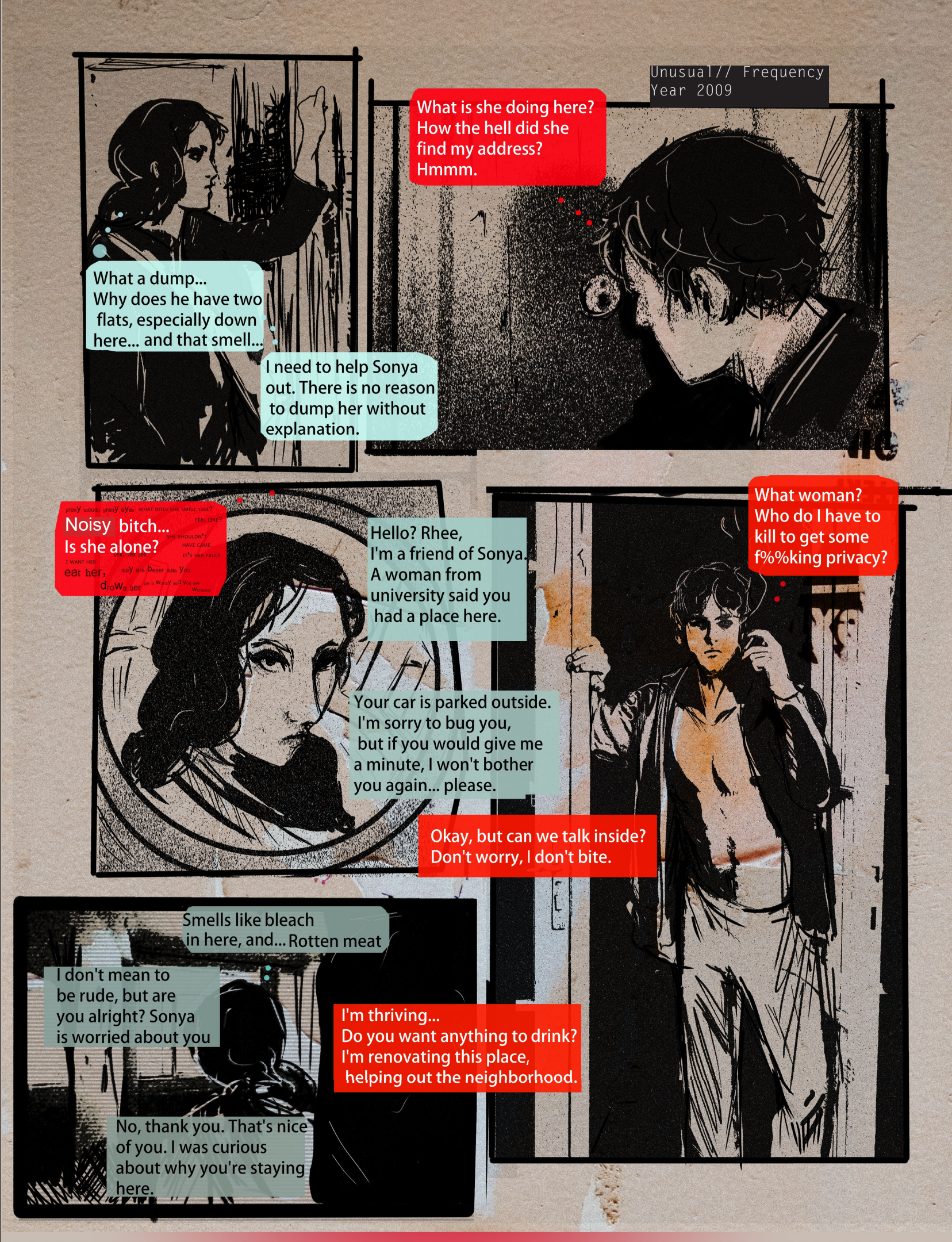
Youtube QR

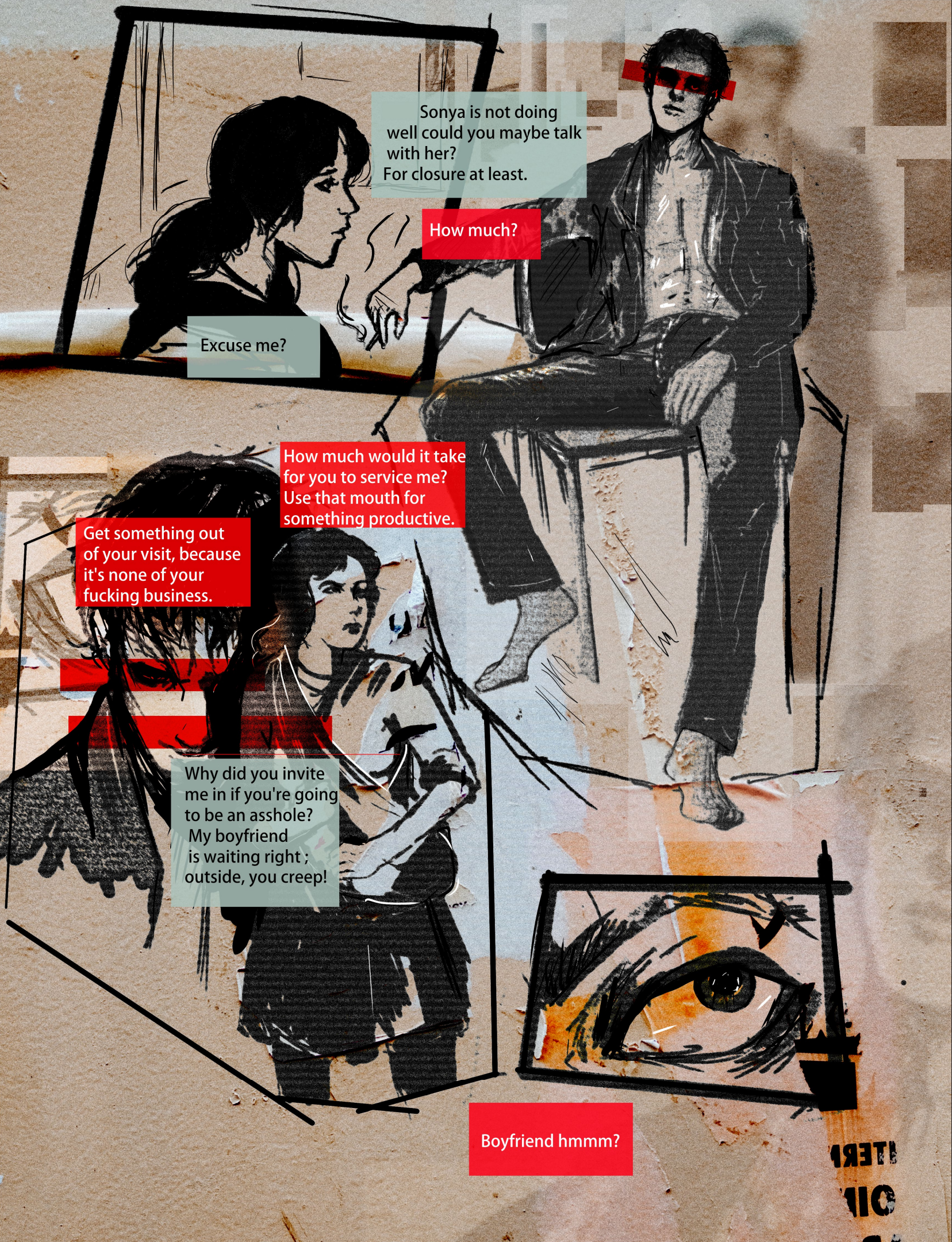
https://www.youtube.com/channel/UC7wR8gY_SuJqvaStaIhyhRA

Twitch:

https://www.twitch.tv/tinfoiltomtv

Unusual//
Frequency
Rhee's Rapture
Prequel
Created and Illustrated
By Austeria
Executioner
X
Transmission


What a dump... Why does he have two flats, especially down here... and that smell...
I need to help Sonya out. There is no reason to dump her without explanation.
Unusual// Frequency
Year 2009
What is she doing here? How the hell did she find my address? Hmmm.
Noisy bitch... Is she alone?
eat her, drown her
Hello? Rhee, I'm a friend of Sonya. A woman from university said you had a place here.
What woman? Who do I have to kill to get some f%%king privacy?
Your car is parked outside. I'm sorry to bug you, but if you would give me a minute, I won't bother you again... please.
Okay, but can we talk inside? Don't worry, I don't bite.
Smells like bleach in here, and... Rotten meat
I don't mean to be rude, but are you alright? Sonya is worried about you
I'm thriving... Do you want anything to drink? I'm renovating this place, helping out the neighborhood.
No, thank you. That's nice of you. I was curious about why you're staying here.


Sonya is not doing well could you maybe talk with her? For closure at least.
How much?
Excuse me?
How much would it take for you to service me? Use that mouth for something productive.
Get something out of your visit, because it's none of your fucking business.
Why did you invite me in if you're going to be an asshole? My boyfriend is waiting right ; outside, you creep!
Boyfriend hmmm?

Thank's for nothing!
She mentioned you having a temper but this is insane!
Oh, did she? Little bitches like to gossip, don't they?
You proposed to her, you lived together.
How can you just abandon her without saying anything?
So, I'm thinking 500 euros? Maybe 600?
I'm feeling a bit backed up, if you know what I mean.
I told you I have a boyfriend!
WHAT ARE YOU DOING?! THIS ISN'T FUNNY!!
CLICK
What boyfriend?

https://www.youtube.com/@Rhees_Rapture/featured

https://www.youtube.com/@Executioner_X

Transmission End//

Rhee's Rapture

Epilogue

Check out the Rhee's Rapture epilogue currently starting! Learn about the girl named Rapture and choose whether to help her remember the events that happened in the main series, forget, or replace her memories. Figure out the demonic language and decide her fate. Experience gameplay and interact on the Rhee's Rapture channel and the Rhee's Rapture Discord.

"Pieces of Raptura"

Prequel

Executioner X

Previously in Rhee's Rapture main series, a group of daring online individuals set out on a mission to rescue a girl from the clutches of a mysterious and sinister figure. But there's a twist – this man is no ordinary villain. He was once a child enslaved and molded into a monstrous instrument of cruelty by a wicked, demonic organization. Against all odds, the participants choose an extraordinary path – treating this seemingly irredeemable monster with humanity. This choice sparks an unexpected alliance against the oppressors, pushing the boundaries of compassion and understanding.

As the main series of "Rhee's Rapture" reaches its climactic moment, the group faces their greatest challenge yet. The gripping showdown with the sinister organization unfolds, and the lives of both Rhee and Rapture are on the line. But in an act of pure selflessness, Rhee sacrifices himself for the greater good.

However, the story doesn't end there. The participants unknowingly cast a life-changing vote, sending a demon (Ronove) to Hell with a special mission – to aid the tormented soul of Rhee on a journey of redemption and to come to grips with the haunting memories of his tortured past.

As secrets are unraveled and layers of darkness are peeled away, the audience will be left with a profound choice. Should the once-villain be condemned to eternal imprisonment in the chilling abyss of the ninth circle of hell? Or is there a glimmer of hope for him to find salvation and atonement in the spirit world?

"Rhee's Rapture: Prequel - Executioner X" will take viewers/players on a thought-provoking and emotional ride, delving into the complexities of redemption, forgiveness, and the boundless capacity for change within the human spirit. Brace yourself for an unforgettable journey into the depths of the human psyche and the transformative power of compassion.

Prequel
Coming out 2024

Series created
by Aidan Elliot
&
co- writer (since 2022)
Davey Peppers

THE SUN VANISHED

Article
by Lili Ardat

"It's well worth the journey and I encourage you to take it"

Viral sensation "The Sun Vanished" began back in April of 2018 with a single word tweet: "Help." In the over five years and 2140 tweets that have followed, a full cast of characters have emerged, and clashing factions, betrayals, victories and sacrifices have played out in a breathtaking narrative of defiant survival against desperate odds – all in front of an audience of hundreds of thousands. But what exactly is "The Sun Vanished" and what has fueled its appeal to grip the imagination of so many so effectively? In a nutshell, it is sci-fi horror and suspense fed with a steady drip of unique premise and fascinating world building. Also, like all great stories, it's far more than the sum of its parts. As a tale told primarily on Twitter, it can be daunting for newcomers to catch up when staring at a massive wall made up of five years of tweet history. Even insofar as Twitter is arranged chronologically, you are faced with the ending first, and what can only be seen in retrospect as a huge spoiler to those who have followed since the beginning. You must scroll your way to the beginning, doing a little "Memento" impression in your mind as you reconstruct what is going on. It's well worth the journey and I encourage you to take it, but for the purposes of this article, we will begin at the beginning and not at the end. "Help." the account cries out in darkness, a new darkness that we find out will not be broken by the dawn for many months and years to come, if ever. @TheSunVanished, to be known here by the acronym "TSV" going forward, hears tornado sirens a county over despite clear weather. He sees, and posts video, of a news report of worldwide riots.
The power goes out intermittently. Sounds of unrest and gunshots are heard outside as the hours stretch into a full day. The TV signal goes out. TSV asks his followers via a poll on Twitter if he should go outside. The poll answers "yes" and we are treated to a deliciously eerie clip of our first encounter of what will come to be known as the "headlights" or "strobes." TSV tells us he can't really explain what he saw, but he can show us, and posts a video.

A flashlight cuts through the pitch black of what seems to be a wooded area. There is no other light at first, but a faint clattering, shuttering, mechanical, sort of clicking-type noise can be heard off to the left. The camera (POV of TSV) pans and tilts wildly left and up to see a red strobing light in the air, just above the low hanging tree canopy. TSV, no doubt wisely, decides to GTFO pronto.

TSV later notes that he could see no stars or anything else in the sky, which his followers had asked him to check on. Could whatever have taken out the sun also have extinguished every other star in the galaxy? It seems incredibly unlikely. Don't stars die in supernovas, not with a whimper but a very big and colorful bang? One day leads to another and TSV remarks that things are getting colder, as a sunless world is bound to become. Something flies over his house, shaking the rafters and raising the temperature a good ten to fifteen degrees.

I will make a brief note here of the excellent sound design, both of the clattering of the "strobe" and the deep, room and headphone rumbling of the bass of the mysterious craft flying overhead, and of the many other aspects of the videos throughout the series. So many of the ARGs I have covered have managed to nail the sound design. It is so important to get it right, and I am consistently impressed. The Sun Vanished is no exception, and what it adds to the production is near impossible to overemphasize. Beautiful, amazing stuff.

Soon after this, TSV makes contact with an old friend, Danyon, who says he will be en route soon to meet up. TSV notices a man standing in front of his house with his back to him, motionless and silent. When he tells Danyon about this, TSV is warned in no uncertain terms he must get away from the window, turn off all the lights, and not talk to or let them in. And if he sees any flashing lights he is to hide right away. Not long after, the man outside is gone, but TSV, and the audience, are understandably much more on edge. The days continue to go by. A follower from British Columbia warns TSV not to look into the flashing lights or he will become like the man outside. Screaming is heard outside. Danyon runs out of gas on the way to him, stranded about nine hours away.

"Screaming is heard outside. Danyon runs out of gas on the way to him"

Another mysterious craft flies over his house, raising the temperature. One of the "strobes" looks through his bedroom window and turns red when it catches a glimpse of him. He is luckily able to duck out of sight. Mistrust seems to build between Danyon and TSV, as they begin to ask each other questions like "what street did we live on as kids?"

Another character by the name of Tucker, from Virginia, makes contact with TSV, telling his own tale of survival and asking TSV to share his story.

Tucker had teamed up with another survivor, Flynn, until Flynn had looked into one of the red lights from a "headlight" and steadily lost his mind after, becoming still as a statue eventually and then attacking Tucker.

For TSV, the days of darkness go on. One of the "strobes" once again stalks outside his home.

He finds the front door wide open and unlocked. He is feeling colder, running low on food, and paranoia is increasing as he believes that someone is entering his home while he is sleeping.

He says he doesn't feel like it's one of the lights. Whatever or whoever it is, it feels different to him. He thinks he hears clanging from the low tech, makeshift motion detector made up of cans on a string tied to his doorknob, but he's not sure if he is imagining it. The paranoia is kicked up a notch when the previous contact from British Columbia sends a photo of a shadowy intruder in their home. TSV continues to hear screaming and tries to record it, but the recordings never seem to capture the noise.

Danyon messages him saying he has found a source of fuel and is back on track for their rendezvous, but their mutual mistrust is growing. They reach an impasse and stop talking to each other.

"THEIR MUTUAL MISTRUST IS GROWING."

TSV is alone, scared, and in mortal peril. After laying some flour outside his front door to test his theory of someone breaking in, he sees it has been stepped in and decides it's time to find a new hideout. He heads to a neighbor's house, which has been abandoned. He finds fresh water and food, a note with advice on how to deal with the "strobes," but the flying craft hovers over the neighbor's house before long. It stays in one place all night, powerfully vibrating the entire structure. There is more screaming, and after hours of taking shelter in a windowless bathroom, TSV sees a blue light seeping from under the door. All is quiet now.

"flying craft hovers over the neighbor's house"

TSV discovers a diary from someone who looked into the red light. They say they feel empty inside. They say "the sun is back." Tucker from Virginia makes contact again, warning TSV to avoid the blue light, implying that to be caught in it would mean a grizzly death. After a close call with an intruder, Danyon arrives, shoots the intruder, and after quickly sorting out their mutual mistrust, picks up TSV and drives him away.

It's at this point that the Twitter went quiet intermittently for a couple of months, only posting here and there. After driving them to a remote location, Danyon went looking for gas and never returned. More sightings of the "strobes" occur and TSV meets up with some other survivors who manage to track him down. They don't survive long and TSV is on his own again. He tells us about the idea of "hot spots" and "cold spots." The craft that seem to warm up what they fly over seem to have predictable flight patterns, keeping the ground beneath them as "hot spots." Where they go much less frequently are much colder, and much safer. "cold spots."

> "There is, indeed, something in the water, and it doesn't seem to be good."

Another aspect of worldbuilding has to do with the water. There is, indeed, something in the water, and it doesn't seem to be good. TSV had noticed when staying at the neighbor's house that his own water he brought from home was darker. The water contamination seems to fuel the paranoia and hallucinations, possibly explaining some of the screaming he was able to hear but not record. After suffering an injury to his arm, TSV's veins begin to darken and bulge. He said drinking the dark water helped somehow. Later his blood itself is near black, and proves to be weaponized against the "strobes" themselves.

The plot continues to twist and turn, but rather than go beat by beat I believe it serves the work better to look at the overall themes explored and why they have such appeal to a sci-fi and horror audience. There are several powerful components working together to draw in the audience, which when matched with the interactive nature of ARGs and Unfiction proves irresistible.

The concept itself of eternal night. It is more or less accepted as the going theory that the sun has not gone out or has otherwise died, but instead is being blocked. Other than a Simpsons episode played for humor, this is a very unique and terrifying idea by itself. While those who see the flashing red light seem to be able to see the sun again, it's unclear how or why. Is it madness? They certainly appear to go mad. Or is some other unknown, or unknowable, effect being inflicted on the rest of the population. Is it all an illusion? How could the entire globe be shielded from the sun?

The sun itself could be considered terrifying to some. It could explode or suck us in, destroying us completely with a bit of a gravitational or orbital shift. The immensity of astral bodies underscores the tremendous power one would have to yield to mute it from billions of eyes. A power beyond understanding, and this is just the introduction to many more questions with few answers, and fewer comforting hypotheses.

The "headlights" or "strobes," to my mind these conjure up the tripods from "Half Life 2," in that we know who made them and why. In The Sun Vanished we are left with some good guesses but nothing concrete. Either alien or mechanical or both, they are a new apex predator that, if they do not dismantle you with the blue light, will dismantle your mind with the red one. The ships that can shake your house also warm you to help keep you from freezing. For some purpose, they seem to want us alive. God knows why.

This brings us to a grand but inscrutable master plan. Some tremendous effort, and several moving parts, are plainly evident, but the overall purpose of this global effort remains shrouded. The creator, "Aidan Elliot" and co-writer, "Davey Peppers" have done a bang-up job of dripping new revelations and info while keeping anticipation and curiosity peaked. There are still as many directions the plot and lore could go as your imagination can conjure up. Theory crafting in this world is incredibly alluring and addictive.

As usually accompanies apocalyptic settings with "zombies," the theme that other "normal" humans are the biggest threat accompanies their series. "Zombies" and the right balance of "people are the worst monsters." They're not zombies, but those affected by the red strobe lights do become feral, violent and what seems to be somewhat mindless. The Sun Vanished expertly threads the needle when dealing with the distrust between TSV and Danyon, other characters and certain human factions and forces, managing to not overplay what I feel is a worn out theme. Yes, other people are dangerous. No, that is not the most interesting thing about this world or characters. It serves its purpose in the ensemble of themes and plot and does not overpower the rest.

The Sun Vanished is an incredible journey that is still playing out. If you haven't already, give it a follow and you will quickly see why it became such a huge hit. Just don't drink the water or look into the flashing red lights and you'll be in for a hell of a ride.

IMAGES FROM THE SUN VANISHED

Images from Aidan Elliott

Davey Peppers Twitter

Twitter
@TheSunVanished

DARK FOREST

Out of every available genre in literature, I've always felt that science fiction, apocalypse scenarios give us the most applicable lessons. There's something about space as a metaphor, and abstracting human issues onto an entirely new species, that gives us the perspective shift we need. In most ways, I personally find that great science fiction terrifies more than great horror, in key macroscopic viewpoints. When we talk about horror, more often than not, it is a single person or group of people vs. another person or group of people. Great sci-fi is able to tell a completed story simply through the history of its human and alien civilizations, and there is no greater example of this than "The Threebody Problem" series by Cixin Liu. Not because of the terrors inflicted within, but the terrors it explicitly leaves fuzzy.

> *"Not because of the terrors inflicted within, but the terrors it explicitly leaves fuzzy."*

In this series, there is one metaphor that terrifies me above all others, in relation to the future of ARGs: a Dark Forest universe. Without spoiling too much of the book series (because I really really REALLY want you to read it), humanity grows so lonely that they try sending a message into space, seeking the answer as to if other intelligent life exists. Oh boy, it does! Human civilization has various feelings about the alien race they come into contact with, and most believe that this world and ours will cohabitate, exist, and prosper together. Of course, this meeting was never well-intended at all.

This race of aliens wished to come to earth, due to their home planet (pardon my French) sucking ass. Like 'one of the worst planets in the universe to try to live on' levels of sucking ass. So they intend to just kill every human being and take the Solar System for themselves.

Throughout the course of the second book in the series, "The Dark Forest," humanity begins to grapple with what the greater universe, and all of the civilizations within are thrust into: "The universe is a dark forest. Every civilization is an armed hunter stalking through the trees like a ghost, gently pushing aside branches that block the path and trying to tread without sound. Even breathing is done with care. The hunter has to be careful, because everywhere in the forest are stealthy hunters like him. If he finds other life—another hunter, an angel or a demon, a delicate infant or a tottering old man, a fairy or a demigod—there's only one thing he can do: open fire and eliminate them. In this forest, Hell is other people. An eternal threat that any life that exposes its own existence will be swiftly wiped out. This is the picture of cosmic civilization. It's the explanation for the Fermi Paradox."

Now substitute "civilization" for "creator", "group", or "community" and you'll start to see the similarities arise: how many times have we seen people dogpiling onto a single ARG because they either have personal issues with the creator or think the ARG is worse than the one they're stanning for? Through this device, we're starting to see a pessimist view of our soft white underbelly. A "community" in which every hunter within is not looking to collaborate, advance or prosper, but revert to a 'crabs in a bucket', "If I can't get famous off this, no one else can" type of toxic mentality.

My intentions are not to fear monger or cast suspicion on our fellow man. Rather, through the dark forest worldview, I've started to truly fear some of the community's habits at large. We have been fighting this same fight for just over 20 years now: trying to be taken seriously by the mainstream.

Are we really going to be able to withstand mainstream attention if we cannot introspect and diagnose our toxic qualities? If the entire scene blew up with attention tomorrow, how would you feel? That prospect wakes me in a cold sweat most nights.

There are other aspects to the dark forest worldview, but the other tenet that holds a theme I would like magnified is the concept of "technological explosion," and it's exactly what it sounds like: a civilization's capacity to start having exponential technological growth. Extrapolated over the short period of a couple hundred years, and even an anthill can eventually topple a human civilization.

> " If the entire scene blew up with attention tomorrow, how would you feel? "

It may be this tenet that explains why creators tend to get closed off between one another: they fear that their fellow creator might get featured on a video that blows up their project, instead of them. So, rather than share in that fame with somebody else, they work to attain that solely on their own.

Looking through a dark forest mindset, I can envision the community seriously slipping into a Hell of our own creation. Isolated creators of games are struggling not just with the "competition" for serious players (that may or may not exist), but with the increasing parasociality of our scene at large. I've seen players who don't realize those boundaries, and it's truly a cruel thing to go through: to have your character either bastardized or sexualized without consent, by someone who actually REALLY loves your work. They construct a hellish crown of barbs not out of malice, but out of love. Like an interstellar civilization, we have skirted past world-ending events by the skin of our teeth. When nobody thought we could, we survived. We have survived for 20+ years, through constant mainstream ridicule, constant bad faith comparisons to conspiracy theories, and Marjorie Taylor Greene falsely claiming that the medium was degenerate. I am here to ask you: When will we stop merely surviving, and when will we start pushing through, past our collective trauma, and into the stratosphere? We're going to advance! Advance! We'll stop at nothing to ADVANCE!"

Article by
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~Answers from last issue~

Puzzle 1: You Can RELA On Me

The answer is hidden in the top column or "RE"
The bottom column or "LA" is the placement of each hidden letter.
For example if RE was FOOD and LA was TO the answer letter would be O from F"O"OD since TO has two letters and "O" is the second letter

FINAL ANSWER FROM LAST ISSUE: Holiday Trek

Puzzle 2: Riddle Me This

Step 1: Decode the encoded text using a Gronsfeld cipher with key 331 "third issue, third riddle, once"

Step 2: The answer to the riddle is: NEEDLE

~Puzzles~

Puzzle 1: RELA Part 2: Tri-Fo-Re

(Hint: Alpha and Omega -
Rewind and Fast Foward)

TRI-RE: age apple bone cry pace flap you pie she eat

TRI-FO: rap trap cart little fly

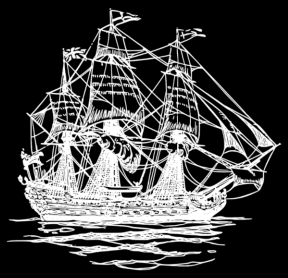
Final answer:

Puzzle 2: In Memoriam Seek and Find

Let us take a trip back through the previous issues of ARG Digest...

1. What is the last letter on the third page of the Umami article?
2. What is the 3rd from the last letter in the first quote in the Ten Tapes article?
3. What is the 4th letter in the Who In The Hell Is Axel Lunden article?
4. What is the 3rd from the last letter in the Magical World of Ani article?
5. What is the 2nd letter in the second to last column in the Ten Tapes interview?
6. What is the 4th letter in the third quote in the _Boisvert article?
7. What is the 2nd to last letter in the BaphometMonster666 article?
8. What is the 2nd letter in the second quote in the User64342 article?
9. What is the 26th letter in the first quote in the Urbanspook article?
10. What is the 10th letter of the creator of PHOBOS' last name?
11. What is the 161st letter in the Stockroach article?
12. What is the 1st letter of the last column in the PHOBOS article?
13. What is the biggest letter in the Dad Feels article?

Final answer:



the code

"What is going to determine the answer to the question is not the question as such in the form in which it was posed, it is also the idea that the interrogated subject forms about the most appropriate tactic to adopt in function of the concept he has formed about the expectations of the interrogator." And further: "The artifact is something else entirely than a controlled transformation of the object for the ends of knowledge: it is a rude interference with reality, at the end of which it is impossible to say what in reality can be objectively known and what is the result of technical intervention (medium). The I.Q. is an artifact."

wyfio

Sexcapades

Join in the adventure of heroicism, discovery, and vulgarity. There's something for everyone in this tale of freaky fantasy so don't think you'll be left out. Join the orgy and stay freaky my friends!

Check out the podcast

Layout by G.p Reeds

Hello world, and hello multiverse or whoever is reading this! I'm so excited and honored to be explaining my thoughts and ideas and inspirations in this issue of Arg Digest! Since we are going a little bit further down the rabbit hole, I want to give a little more context of who you're listening to, and why I'm here....

My name is Michael Lugo Jr, or most people would ironically know me as, "Mikey Lugo Jr" or something with my recent rebrand "MLJR." The reason I've been called "Mikey" for so long is to keep the tradition alive and not let my little nickname go down the unknown memory hole.

So, I want to start this from the beginning, way before Darken, the Burnsouts, Mr. Void or before anything else. I have been a fan of Doctor Who since it was shown on Disney XD. I was 14 years old at the time, and wanted to become something more than just a fan, but a companion of the Doctor. This was just the beginning of my nerdy journey and what ultimately led to me making my "Doctor" character. Since then, I have given him a couple variations and different Tardis consoles, but to make a long story short, let's end this part by saying that all of this started because my sister and Disney XD introduced me to the show, and I'm very thankful for that.

So now, I'm going to give you some insight on my series, "Mikey's Mind of Colors." MikeyLugojr, more commonly known as "Mikey", is an aspiring cartoonist and content creator, dating back to December of 2015. In the year of 2019, feeling particularly strange, Mikey illustrated what would become a starkly different character from his typical cartoons; a shadowy sinister figure that over time literally came to life. Mikey dubbed this anomaly "Darken," and soon after his creation, thoughts of this character began to constrict and overtake Mikey's mind like a parasite, attempting to overthrow control of his sanity. Since these events transpired, Darken has spread across Mikey's social feeds, searching for more victims. Together, Darken and his bird companion "Stan" seek the meaning of life, by infiltrating the minds of Mikey, his friends, and fans.

Darken met a lot of new faces, anomalies and creatures of the unknown during this time. He also garnered attention from many people from social media, and made a name for himself, but he wasn't alone in doing so. His family members: Stan the pigeon and Lighten the Found have also made names for themselves, even if they only show up on occasion. Darken is still trying to figure out what the meaning of his life is, and is trying to understand what's keeping the consistencies of the universe in motion or what will change for the better. As time has passed, he has started to fear that people won't remember who he is or know what his purpose in the grand scheme of things is.

The idea was to bring a little bit of my personal self to Darken, because at the time of making him, I wanted to be involved within the ARG genre, and the magic it was providing to other people, like the inspirations of Stephanie Lawson Stevens for example. I decided to use my drawing skills, my subconscious mind, and my own emotions to turn this into something more. I had no idea what it would become. The rest is history.

If my 2019 self could see all of this now, he would be very pleased about how far he has come, from a simple way to express himself into a whole new world.

This is not an ARG promotion

Marketing an Alternate Reality Game (ARG) through a magazine titled "ARG Digest" presents an inherent flaw;

The vast majority of ARG enthusiasts were initially drawn into this medium by stumbling upon some piece of online content that evoked a sense of authenticity. An experience that defied expectations. The blurred boundaries between reality and fiction facilitated a level of immersion previously unfamiliar.

Consequently, directly approaching individuals actively seeking out ARG's to engage with fails to capture this unique, and very essential, essence.

this hasn't affected me personally however,
as I have, like the title suggests, no ARG to promote.

I have enough to deal with as it is*

*for example: my piece of shit printer is running out of ink and I've also been encountering myself more and more lately. the other day i even caught him (me) on video using my computer, which i do not appreciate. that's available on youtube if you wan't proof. if you have any ideas or suggestion on what to do about this, please reach out to me. thank you.

/jim von lone.

credits

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Consider supporting the artist become a member!

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Article "Dark Forest"

Chandler Arndt, my Twitter is @chandlerarndt
Article "Relived Eternally"

ARG DISCORDS

You can follow your favorite ARG games on these discord servers

With Unfettered, you can connect with players about many ARG games and learn more about them.
Explore a completely different world!
Welcome
to
UNFETTERED

Unfettered Discord Admins and Mods

Gemini
Lili Ardat
Austeria
Liv
Luna
Faustus
G.P Reeds
Lockwhim

Check out G.P. Reed's Discord server for more ARG and other indie series news.

Non-profit magazine developed by ARG creators to spread the genre and promote artists and their projects.